

## AMENDED #2

### AMENDATORY SECTION

**WAC 230-40-833 Cashier's bank and minimum bankroll--House-banking.** All card room licensees with house-banked card games or player-supported jackpots shall maintain sufficient funds to meet all cash out and prize payout requirements.

(1) All assets for which the cashiers are responsible shall be maintained on an imprest basis. This requires funds to be replenished on a regular basis by exactly the amount of expenditures from the cage less the amount of funds added. Expenditures shall be reviewed by a supervisor of the accounting department before replenishment: Provided, That licensees demonstrating the ability to control cage activity can request commission staff approval to operate on a float basis as an alternative procedure.

(2) The licensee shall have sufficient cash on hand to redeem all chips and payout all prizes: Provided, That payments of prizes may be paid by check as long as sufficient funds are available on deposit in accordance with WAC 230-40-608 and 230-40-808.

(3) ~~((Failure to maintain funds to cash in chips, pay prizes, or redeem gaming related checks shall be prima facie evidence of fraud.))~~ Commission agents shall determine sufficient cash on hand by utilization of the minimum bankroll analysis worksheet. Licensees are required to meet these minimum bankroll requirements, as set forth in Tables 1, 2 and 3 below, during all hours of operation.

### TABLE 1 Minimum Bankroll Requirements

#### INSTRUCTIONS AND WORKSHEET

In accordance with WAC 230-40-833, following is the bankroll analysis worksheet which is used by the commission when evaluating compliance with this regulation.

The "immediate exposure" column is intended to function as an analysis of current cash availability, reflecting total cash on hand, less the table games, punch boards and pull-tabs, and progressive cash requirement, as of the date the review is performed.

Cash available for the "cash on premises" figure is restricted to cash and cash equivalents which are readily available for customer payouts. Table bank inventories cannot be used in this calculation. Chips are not included in the "cash on premises." Additionally, checks on hand that have not been deposited cannot be included in "cash on premises," as they have not cleared the bank. The "cash in banks" figure should reflect book balance, as opposed to the bank's balance, to

recognize any outstanding checks. Any progressive jackpots the licensee offers should also be included in this line item. Consideration will be given to restrictions on cash in banks. "Cash - other" would include items such as interest income. Please disclose the item used for this computation. Amounts in trust funds, other bank accounts, or accounts which have minimum balance requirements, which do not allow **unrestricted** access should not be included in "cash available."

**"Net receipts"** should be recorded based on 1/12 of the amount reported on the licensee's most recently completed fiscal year end financial statements.

**"Revenue from other sources"** would include all nongaming revenue earned by the legal entity.

**"Operating expenses"** and **"payroll"** should be recorded based on 1/12 of the amount reported on the licensee's most recently completed fiscal year end financial statements. This figure should represent all gaming and nongaming expenses.

**"Debt service"** would include all principal and interest on all current loans held by the legal entity. This figure should be recorded based on licensee's general ledger from previous month.

**"Other cash disbursements"** would include items such as dividends or distributions paid to owners, lawsuit settlements, etc. This figure should represent what is reported on the licensee's general ledger from the previous month.

The **"thirty-day exposure"** column functions as a cash flow statement, in that cash flow for one month is added to total cash on hand at the time of the bankroll analysis, to project a cash position at the end of thirty days. Cash flow, as used here, includes revenues and expenses of all departments, not just those which are gaming-related. Gross delinquent payables or other delinquent debt payments may be another consideration in determining cash requirement if payment on these payables is required within the thirty-day window. Upon a bankroll analysis performed by the commission, the director may require an adjustment to the cash requirement for such items.

The **"progressive requirement"** amount is the current advertised progressive liability minus the base amount.

**TABLE 2**  
**BANKROLL ANALYSIS WORKSHEET as of**  
Licensee's Name

	Immediate Exposure	30-Day Exposure
Cash Available:	xxxxxxxxxxxx	xxxxxxxxxxxx
1. Cash on Premises		xxxxxxxxxxxx
2. Cash in Banks		xxxxxxxxxxxx
3. Cash - Other		xxxxxxxxxxxx

4.	Total Cash on Hand (1+2+3)	\$	\$
5.	Net Receipts (1 Month)	xxxxxxxxxxx	
6.	Revenue From Other Sources	xxxxxxxxxxx	
7.	Total Cash Available (4+5+6)	xxxxxxxxxxx	\$
	Cash Requirements:	xxxxxxxxxxx	xxxxxxxxxxx
8.	Operating Expenses (1 Month)	xxxxxxxxxxx	( )
9.	Payroll (1 Month)	xxxxxxxxxxx	( )
10.	Debt Service (1 Month) Principal & Interest	xxxxxxxxxxx	( )
11.	Licensed Gaming Activity Cash Requirement (from line 19 below)	( )	( )
12.	Other Cash Disbursements	( )	( )
13.	Total Cash Requirement for Immediate Exposure (11+12)	\$( )	xxxxxxxxxxx
14.	Total Cash Requirement for 30- Day Exposure (8+9+10+11+12)	xxxxxxxxxxx	
15.	Cash Excess/(Deficiency) for Immediate Exposure (4-13)	\$	xxxxxxxxxxx
16.	Cash Excess/(Deficiency) for 30-Day Exposure (7-14)	xxxxxxxxxxx	\$
	Note: Totals are from page 3	xxxxxxxxxxx	xxxxxxxxxxx
	Licensed Gaming Activity Cash Requirement:	xxxxxxxxxxx	xxxxxxxxxxx
17.	Live Games from page 3	( )	xxxxxxxxxxx
18.	Progressive Jackpot Requirement from page 3	( )	xxxxxxxxxxx
19.	Total Gaming Activity Cash Requirement (17+18) <i>Enter this total on line 11 above.</i>	( )	xxxxxxxxxxx

**Table 3**  
**LICENSED GAMING ACTIVITY CASH REQUIREMENT**

**LIVE GAMES**

Licensee's Name

<b><u>Game Type</u></b>	<b><u>Number of Tables</u></b>	<b><u>X</u></b>	<b><u>Average Daily Fill Per Table*</u></b>	<b><u>X</u></b>	<b><u>3 Days</u></b>	<b><u>Cash Requirement</u></b>

<u>House-banked Table Games</u>		<u>X</u>		<u>X</u>	<u>3</u>	( )
<b><u>Game Type</u></b>	<b><u>Number of Tables</u></b>	<b><u>X</u></b>	<b><u>Average Daily Amt. of Checks Cashed**</u></b>	<b><u>X</u></b>	<b><u>3 Days</u></b>	<b><u>Cash Requirement</u></b>
<u>Poker</u>	<u>N/A</u>	<u>X</u>		<u>X</u>	<u>3</u>	( )
<u>Poker Jackpot Description</u>						<u>Current Poker Liability</u>
<u>Player-supported Jackpots</u>						( )
						( )
<u>Total Live Game Requirement</u>						( )

**HOUSE-BANKED AND PULL-TABS PROGRESSIVES\*\***

<u>Bank Number</u>	<u>Bank Description</u>	<u>Current Liability</u>	<u>Less Base Amount</u>	<u>Progressive Requirement</u>
<u>One</u>		( )		( )
<u>Two</u>		( )		( )
<u>Table Game</u>		( )		( )
<u>Table Game</u>		( )		( )
<u>Total Progressive Requirement</u>		( )		( )

*\* Average Daily Fill Per Table shall be calculated by dividing the total dollar amount of all fills by the total number of fills on record for the previous month's activity.*

*\*\*Average Daily Amount of Checks cashed shall be calculated by dividing the total dollar amount of checks deposited by the total number of days in the month from the previous month's activity.*